U-NUS-NMXI-USA

INSTRUCTION BOOKLET

EXCITEBIKE 64®

NINTENDO 64

SPORTS

NINTENDO 64

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Thank you for selecting the Excitebike® 64 Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

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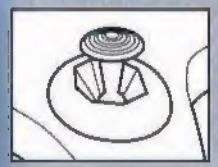
About the Controller

The Nintendo® 64 Controller

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional ✚ Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The N64 Controller Pak™

To save to a Controller Pak, you must have 40 free pages to save Time Trial ghost riders and 4 pages to save Custom Tracks.

Holding the Controller

While playing Excitebike 64, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons.

Connecting the Controller

Four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start a game if the first controller socket is empty.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

You must use two, three or four controllers to play in the two-, three- or four-player game modes.

N64 Accessories

This game is compatible with the N64 Rumble Pak™ and the N64 Expansion Pak™ accessories. Before using these accessories, please carefully read the instruction booklets that come with them. Make sure that the Control Deck is turned OFF when inserting accessories.

There are four different Controller configurations available. This section describes the default controls. To change the Controller configuration, select Options on the Main Menu (see pg. 11 for details).

L Button

Racing: Use turbo

START

Racing: Pause game
Menus: Confirm selection and move on to next screen

R Button

Racing: Slide/Drift

C Buttons

C ▲ **Racing:** Toggle through camera angles
C ◀ **Racing:** See stunt camera
C ▶ **Racing:** Toggle on-screen displays on and off
C ▼ **Racing:** Check out page 20 for all the details on tricks!

B Button

Racing: Brake/Walk bike backwards
Menus: Cancel selection and return to previous screen

A Button

Racing: Accelerate
Menus: Confirm selection and move on to next screen

Control Stick/+ Control Pad

Racing:

← and →: Turn bike
↑ and ↓: Adjust landing angle
← and → + ↓: Turn sharply but slowly
↓ + Z or L: Pop a wheelie

Menus: Highlight selections and scroll between menus

Z Button

Racing: Use turbo

Properly insert your Game Pak into the N64 Control Deck and turn the power ON. Press START to go to the Main Menu.

Season: Take your racer through a complete season of races on various tracks in this single-player mode.

Exhibition Race: Take on your friends or the computer in this multiplayer mode. You'll have one race and one chance to prove you're the best.

Time Trials: Race against the clock to beat the previous best record, then save your high scores for posterity.

Special Tracks: Reach certain goals in the main game to gain access to bonus modes and courses.

Options: Adjust audio, visual and control settings and view records.

Custom Tracks: Create your own MX courses, complete with banked curves, hairpin turns and whoops.

SEASON

Season mode is the main single-player game. Select Season from the Main Menu, then choose a difficulty level. Next, press ← and → on the Control Stick to scroll through the available rounds. Tracks with a black and white picture are unavailable, while a waving checkered-flag icon indicates that you have placed first on that track. Once you have decided on the round, press the A Button to move on to the Rider Select screen. (See pg. 15 for details on how to select a rider.)

You must start the Season with the Bronze Round and work your way up. There are five races per round, each with a preset number of laps. You will earn points for each race according to your final rank: 1st place = 5 pts., 2nd place = 3 pts., 3rd place = 2 pts. and 4th place = 1 pt. You will receive no points for 5th or 6th place. You don't have to win every race to move on to the next round -- you just need to finish the entire round with the most points.

TUTORIAL

Whether you're just a beginner or already freestyling like a pro, it's a good idea to run through the Tutorial mode the first time you play. Here you'll find a series of lessons – from acceleration and braking to turning in midair. To access the Tutorial, select Season from the Main Menu. From there, it's just a simple matter of following the on-screen instructions. You'll need to pass a test on each lesson before you can move on to the next one. Finish the entire Tutorial, then see what becomes available!

EXHIBITION RACE

Up to four players can compete in Exhibition Race mode. There are four groups of tracks: Bronze, Silver, Gold and Platinum. Press ← and → on the Control Stick to scroll between the groups, and press ↑ and ↓ to highlight a specific track. Once you have decided on a track, press the A Button once to choose the number of players, then again to go to the Rider Select screen. (See pg. 15 for details on how to select a rider.) Once you unlock tracks in Season mode, they will become available in Exhibition Race mode as well.

TIME TRIALS

When you select Time Trials from the Main Menu, you will have the option to either Continue or Load Saved Ghost Data. To load saved data, you must use an N64 Controller Pak. Otherwise, select Continue.

Use the Control Stick to scroll through the available tracks, and press the A Button to make your selection. You will then see the Rider Select screen. (See pg. 15 for details on how to select a rider.)

If you set a record, you will be asked to enter your initials. Use the Control Stick to highlight a character, then press the A Button to select it. Press the B Button to return to the previos letter. When you are finished, highlight OK and press the A Button.

SPECIAL COURSES

Once you have reached certain goals in Season mode, you'll open bonus modes and courses. At first, only the Desert and Stunt courses will be available.

In Desert mode, your objective is to race to and touch each campfire before heading for the next one. When you successfully touch a campfire, the fire will go out, and the yellow arrow in the lower-left corner of the screen will point you in the direction of the next goal. You can also use the Desert mode as a practice area. The Desert generates randomly each time you play, so you can go out and enjoy endless exploration!

Use the Control Stick to highlight the option you want to change.

Music Volume: Press ← and → on the Control Stick to adjust the music volume.

SFX Volume: Press ← and → on the Control Stick to adjust the sound effects volume.

Speech Volume: Press ← and → on the Control Stick to adjust the speech volume.

Sound: Press the A Button to toggle between Stereo and Mono.

View Records: Press the A Button to enter the records screen, then use the Control Stick to scroll through the various tracks.

Hi-Res: Press the A Button to toggle Hi-Res On and Off. Hi-Res is only available if you have an N64 Expansion Pak inserted into your Control Deck. It is not available in multiplayer mode, the Tutorial or Special Tracks.

Reset Saved Data: Press the A Button to erase all your saved data.

Control Settings: Press the A Button to change your Controller configuration. Press ← and → on the Control Stick to choose which Controller to adjust, then press the A Button to toggle between the four different configurations. Press the B Button to return to the Options Menu.

View Credits: Press the A Button to see who helped make this game. Press the A Button again to return to the Options Menu.

Drones: Press the A Button to toggle the Drones option On and Off. When the Drones option is on, computer bikers will purposely get in your way in Season mode.

Controller Pak: Press the A Button to access information on an N64 Controller Pak if one is inserted into your Controller.

The track you have created will appear on the grid on the right side of the screen. Press the C ▲ and C ▼ Buttons to zoom in and out, and press the C ◀ and C ▶ Buttons to rotate the grid.

MAIN MENU

Clear Track: Erase a track you have created.
Edit Track: Create your own track using straight sections, turns and jumps. See below for further details.
Load: Load a track that has been saved on an N64 Controller Pak.
Save: Save a track you have created onto an N64 Controller Pak.
Test Track: Race on a track you have created.
Switch Dirt Type: Switch between dirt, mud and sand.
Set Name: Name a track you have created. Use the Control Stick to highlight a character and press the A Button to select it.
Exit Editor: Return to the Main Excitebike 64 Menu.

EDIT MENU

Add Straight: Add a short- or medium-length piece of flat track.
Add Turn: Add a raised or banked 180˚ turn, or a flat or banked 90˚ turn. Press the R Button to reverse the direction of the turn.
Add Jump: Add one of 12 different styles of jumps, including tabletops and whoops.
Add User Piece: Press the Z Button to edit your own piece. Press ← and → on the Control Stick to highlight a section. Then press ↑ and ↓ to adjust the height of the section. When you are satisfied, press the A Button to place it.
Move Track: Move the entire track to a different place on the grid.
Move Start: Change the spot where racers will start on your track.
Delete Piece: Remove the selected piece.
Main Menu: Return to the Custom Track Main Menu.

SAVING YOUR GAME

Your progress throughout the seasons, as well as high score data from Time Trials, will automatically be saved to your Game Pak. Tracks created in the Custom Tracks mode must be saved to an N64 Controller Pak. A Controller Pak is also required to save a ghost rider from the Time Trials mode. (See pg. 2 for more on the N64 Controller Pak.)

On the Rider Select screen, press ← and → on the Control Stick to switch riders. Use the C ▲ and C ▼ Buttons to change the color of the bike or the C ◀ and C ▶ Buttons to change the color of the rider's clothes. Press the Z Button for a description of the rider.

"Jumpin'" Jim Rivers

Age: 25
Hometown: Seattle, WA
Specialty: Superman
Quote: "It's not whether you win or lose, it's about how high you can fly!"

Landing:	Average	**Cornering:**	Average
Jumping:	Average	**Speed:**	Average

"Tricky" Ricky Stern

Age: 14
Hometown: Los Angeles, CA
Specialty: Kobe
Quote: "Better have extra film in your camera 'cause it's showtime, baby!"

Landing:	Excellent	**Cornering:**	Above Average
Jumping:	Excellent	**Speed:**	Poor

Sarah "Sugar" Hill

Age: 28
Hometown: Miami, FL
Specialty: Cordova
Quote: "They call me Sugar, but it's winning that's sweet!"

Landing:	Above Average	**Cornering:**	Excellent
Jumping:	Above Average	**Speed:**	Below Average

Bobby "Big Dog" Malone

Age: 16
Hometown: Pittsburgh, PA
Specialty: Lazyboy
Quote: "The Big Dog's bike is badder than his bark, so I let my riding do the talkin'."

Landing:	Below Average	**Cornering:**	Below Average
Jumping:	Poor	**Speed:**	Excellent

Nigel "The Duke" York

Age: 28
Hometown: London, England
Specialty: Double Can Can
Quote: "Technique, discipline and control are the key, and I have all three!"

Landing:	Poor	**Cornering:**	Poor
Jumping:	Average	**Speed:**	Excellent

Vicky "The Vixen" Steele

Age: 19
Hometown: Houston, TX
Specialty: Fender Grab
Quote: "I hope no one gets in my way, 'cause if they do, they're gonna be eatin' my exhaust."

Landing:	Below Average	**Cornering:**	Average
Jumping:	Average	**Speed:**	Above Average

To experience real Motocross action, you've gotta master the stunts that will separate you from the wannabes. Grab some air, then combine various Control Stick movements with the C ▽ Button to perform outrageous mid-air stunts. Here's how . . .

No Hander: C ▽ + ↓ and ↑
Fender Kiss: C ▽ + ↑ and ↓
Nothing: C ▽ + R Button + ↓ and ↑
Saran Wrap: C ▽ + → and ←
Bar Hop: C ▽ + ↗
Nac Nac: C ▽ + ↘
Heel Clicker: C ▽ + ↺
Cliff Hanger: C ▽ + R Button + ↺

Riders' Specialties

"Jumpin'" Jim Rivers
Superman: C ▽ + ↻

"Tricky" Ricky Stern
Kobe: C ▽ + ○
Note: You must perform this move just before getting airborne.

Sarah "Sugar" Hill
Cordova: C ▽ + R Button + ↺

Bobby "Big Dog" Malone
Lazyboy: C ▽ + ↺

Nigel "The Duke" York
Double Can Can: C ▽ + R Button + ←

Vicky "The Vixen" Steele
Fender Grab: C ▽ + R Button + ↻

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